Examiner-Initiated Interview Summary	Application No.	Applicant(s)	
	09/856,164	NICOLAS ET AL.	
	Examiner	Art Unit	
	Jimmy H. Nguyen	2673	

All Participants:

(1) *Jimmy H. Nguyen*.

(2) *Suzan Bailey (applicants' rep.)*.

Status of Application: *pending*

(3) _____.

(4) _____.

Date of Interview: *10 February 2005*

Time: *10:30 am*

Type of Interview:

☒ Telephonic
☐ Video Conference
☐ Personal (Copy given to: ☐ Applicant ☐ Applicant's representative)

Exhibit Shown or Demonstrated: ☐ Yes ☒ No
If Yes, provide a brief description:

Part I.

Rejection(s) discussed:
None

Claims discussed:
20-25 and 29-33

Prior art documents discussed:
None

Part II.

SUBSTANCE OF INTERVIEW DESCRIBING THE GENERAL NATURE OF WHAT WAS DISCUSSED:
See Continuation Sheet

Part III.

☒ It is not necessary for applicant to provide a separate record of the substance of the interview, since the interview directly resulted in the allowance of the application. The examiner will provide a written summary of the substance of the interview in the Notice of Allowability.

☐ It is not necessary for applicant to provide a separate record of the substance of the interview, since the interview did not result in resolution of all issues. A brief summary by the examiner appears in Part II above.

(Examiner/SPE Signature)

(Applicant/Applicant's Representative Signature – if appropriate)

Continuation of Substance of Interview including description of the general nature of what was discussed: Applicants' representative agreed to amend claims 20-25 and 29-33 in order to improve their form to conform with U.S. claim drafting practice, to overcome minor informalities, and to clarify the claimed invention, as proposed in the attached "proposed amendment". The amendments to these claims are provided in the attached Examiner's Amendment..

Note: This must be attached with the "Interview Summary".

"Proposed Amendment"

Serial No.: 09/856,164
Atty. Docket No.: P66724US0

IN THE CLAIMS:

Please cancel and add claims as follows:

Claims 1-19 (Canceled).

20. (New) ~~In~~ A combination comprising a standard video game equipment capable of displaying varying representations of a human body; and an apparatus for transforming movements of a user into control signals, said ~~combination~~ apparatus comprising:

See indep. claim 26 as a reference

a pair of two-state elbow sensors adapted to be positioned in respective elbow regions of the user to deliver two different signals depending on a respective elbow bend;

a pair of two-state knee sensors adapted to be positioned in respective knee regions of the user and to deliver two different signals depending on a respective knee bend;

a processing unit for receiving signals from said elbow and knee sensors and for converting said signals into two-state signals of standard format for generation of game action on said standard video game equipment; and

a standard connection arrangement between said apparatus and said standard game equipment;

said apparatus being removably connected to the video game equipment and used as a substitute for a conventional gamepad or joystick to obtain improved playability.

21. (New) The ~~apparatus~~ combination according to claim 20, wherein said apparatus further ~~comprising~~ comprises a pair of handsets connected to said processing unit, each handset having at least one pushbutton, said processing unit applying signals representative of actions performed on said pushbuttons to said standard game equipment.

22. (New) The ~~apparatus~~ combination according to claim 21, wherein the handset and the elbow sensor adapted to be positioned on the same arm of the user are interconnected by a wire.

23. (New) The ~~apparatus~~ combination according to claim 20, wherein said two-state elbow and knee sensors and said processing unit are interconnected by wireless connection.

24. (New) The ~~apparatus~~ combination according to claim 20, wherein said two-state elbow and knee sensors are mechanically-controlled switches.

25. (New) The ~~apparatus~~ combination according to claim 20, wherein said two-state elbow and knee sensors are positioned in the respective elbow and knee regions by means of sleeves.

26. (New) A video game system including a processor running a game program capable of displaying varying representations of a human body, said system comprising:

a game central processor having an output for a display device and inputs for receiving two-state control signals from conventional gamepads or joysticks; and

at least one apparatus for transforming movements of a user into said control signals, said at least one apparatus including,

a pair of two-state elbow sensors adapted to be positioned in respective elbow regions of the user to deliver two different signals depending on a respective elbow bend;

a pair of two-state knee sensors adapted to be positioned in respective knee regions of the user and to deliver two different signals depending on a respective knee bend; and

a processing unit connected to said sensors for converting signals received from said sensors into said two-state control signals; and

a connection between said at least one apparatus and said inputs;

said apparatus being removably connected to said game central processor and used as a substitute for a conventional gamepad or joystick to obtain improved playability.

27. (New) The system according to claim 26, wherein said game program is a combat game program.

28. (New) The system according to claim 26, wherein said apparatus further comprises a pair of handsets connected to said processing unit, each handset having at least one pushbutton, said processing unit applying signals representative of actions performed on said pushbuttons to said game central processor.

29. (New) The ~~apparatus~~ system according to claim 28, wherein the handset and the elbow sensor adapted to be positioned on the same arm of the user are interconnected by a wire.

30. (New) The ~~apparatus~~ system according to ~~anyone of claims~~ claim 26, wherein said two-state elbow and knee sensors and said processing unit are interconnected by wireless connection.

31. (New) The ~~apparatus~~ system according to claim 26, wherein said two-state elbow and knee sensors are mechanically-controlled switches.

32. (New) The ~~apparatus~~ system according to claim 26, wherein said two-state elbow and knee sensors are positioned in the respective elbow and knee regions by means of sleeves.

33. (New) A method for controlling a video game program run by a standard game equipment, said game program being capable of displaying varying representations of a human body and said game equipment being capable of receiving two-state signals on game control inputs, the method comprising the steps of:

positioning a pair of two-state elbow sensors of said apparatus in respective elbow regions of the user, each of said elbow sensors delivering one of two different signals depending on a respective elbow bend;

positioning a pair of two-state knee sensors of said apparatus in respective knee regions of the user, each of said knee sensors delivering one of two different signals depending on a respective knee bend;

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--from an apparatus being removably connected to the game equipment and used as a substitute for a conventional gamepad or joystick to obtain improved playability--

(Note: See inde. claims 20 and 26)

connecting said two-state elbow and knee sensors to a processing unit of said apparatus; ~~said game equipment;~~

selectively moving the elbow and/or knee joints, ~~for~~ applying ~~corresponding~~ said two-state control signals to the game equipment; and

displaying, with said standard game equipment, representations of the human body corresponding to user movement according to said two-state control signals.

34. (New) The method according to claim 33, wherein said video game program is a combat game program.

-- converting said signals received from said sensors into two-state control signals by said processing unit, and --

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Fax Cover Sheet

Date: 10 Feb 2005

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☐ **Urgent** ☒ **For Review** ☐ **For Comment** ☐ **For Reply** ☐ **Per Your Request**

Comments:
Please call me when you have received this fax.
Thanks,

Jimmy Nguyen
Primary Examiner

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